

Abstract

A graphics computer programming language, called the BDT Language, is disclosed for the description of three-dimensional objects and real-time interactions among them in a three-dimensional space. The BDT Language consists of a User Level Command Script and a corresponding Language Level Program Code. The User Level Command Script consists of command lines each having a mnemonical name followed by a list of arguments. The Language Level Program Code consists of a corresponding number of program lines each having an operation code for the command followed by a list of arguments. The Language Level Program Code is further compressed into a BDT File for efficient storage and download for viewing by a client user with a Web Browser. A BDT Interpreter is also devised to parse the BDT File into instructions for a separate display Engine for final rendition into the originally created set of three-dimensional objects.